THE MAGAZINE WITH THE BEST GAMES, COMICS AND CRAFTS

COOL STICKERS!

Disney • PIXAR

THE WORLD OF Cars

NO. 04

HOLY SHOOT!

WOW!

MATER

CARS MAGAZINE 04

CONTENTS

PLAYING WITH CARS

WHAT IS MATER TOWING?
THIS ISSUE'S FEATURES!

CARS MAGAZINE 04 HELLO! PAGE 04

PAGE 06

CARS MAGAZINE 04 GAMES 1

CARS MAGAZINE 04 COMICS 1

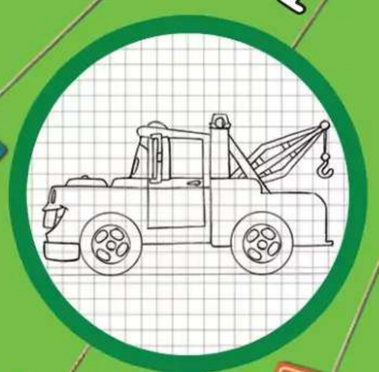
PAGE 14

PAGE 08

CARS MAGAZINE 04 GAMES 2

PAGE 16

PAGE 17



CARS MAGAZINE 04 GAMES 3

PAGE 12

CARS MAGAZINE 04 DRAWING

CARS MAGAZINE 04 COLORING 1

CARS MAGAZINE 04 POSTER

PAGE 20

PAGE 21

CARS MAGAZINE 04 COMIC 2

PAGE 22

CARS MAGAZINE 04 COMICS 3

PAGE 28

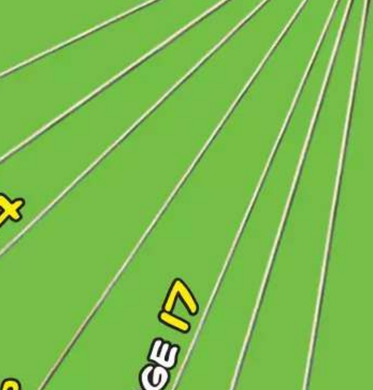
CARS MAGAZINE 04 CRAFTS 1

CARS MAGAZINE 04 CRAFTS 2

PAGE 32

PAGE 30

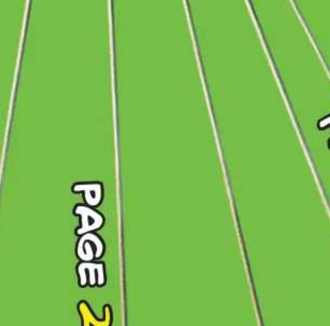
CARS MAGAZINE 04 GAMES 5



PAGE 18

PAGE 24

CARS MAGAZINE 04 COLORING 2



CARS MAGAZINE 04 GAMES 4

AND THE FUN GOES ON WITH CARS CARDS!!!

Created by Disney Global Magazines

GLOBAL MAGAZINES EDITORIAL TEAM

Editorial Director: ..... Bianca Coletti
Creative Director: ..... Roberto Santillo
Managing Editors: ..... Guido Frazzini (project supervisor), Barbara Schwartz

Texts and Editing: ..... Co-d S.r.l.

Contributors: Stefano Ambrosio, Dario Calabria, Valentino Forlini, Elisabetta Melaranci, Fabio Pochet, Alessandro Sisti

© Disney/Pixar; Dodge is a trademark notice of DaimlerChrysler Corporation; Hudson Hornet is a trademark of DaimlerChrysler Corporation; Volkswagen trademarks, design patents and copyrights are used with the approval of the owner Volkswagen AG; H-1 Hummer is a trademark of General Motors; Model T is a registered trademark of Ford Motor Company; Fiat is a trademark of Fiat S.p.A.; Mack is a registered trademark of Mack Trucks, Inc.; Mazda Miata is a registered trademark of Mazda Motor Corporation; Kenworth is a trademark of Paccar, Inc.; Chevrolet is a trademark of General Motors; Peterbilt is a trademark of Paccar, Inc.; Porsche is a trademark of Porsche; Jeep® and the Jeep® grille design are registered trademarks of DaimlerChrysler Corporation; Mercury is a registered trademark of Ford Motor Company; Plymouth Superbird is a trademark of DaimlerChrysler Corporation; Cadillac Coupe DeVille is a trademark of General Motors; Ferrari elements are trademarks of Ferrari S.p.A.; Sarge's rank insignia design used with the approval of the U.S. Army; Fairlane is a trademark of Ford Motor Company or Fairlane™; Petty marks used by permission of Petty Marketing LLC; some backgrounds inspired by the Cadillac Ranch by Ant Farm (Lord, Michels and Marquez) © 1974.

ISSN 2753-7323 - Disney Pixar Cars
The Walt Disney Company Limited
3 Queen Caroline Street, Hammersmith, London, W6 9PE

HELLO!

TOWING FUN WITH MATER

I'M A GOOD OL' BOY WITH A BIG HEART, THE BEST - AND THE ONLY - TOW TRUCK IN RADIATOR SPRINGS. I LOVE JOKES AND THOUGH A LITTLE RUST ON MY CHASSIS, I ALWAYS SEE THE BRIGHT SIDE OF LIFE!

MY JOB

IN RADIATOR SPRINGS, I RUN "TOW MATER TOWING" AND SALVAGE. I ALSO MANAGE THE LOCAL IMPOUND LOT, WHERE ONCE I HAD TO KEEP WATCH ON...

...MY BEST FRIEND

LIGHTNING McQUEEN

MY SIGN

MY BEST JOKE

WHEN I'M A LITTLE BORED AND DON'T KNOW WHAT TO DO, I GO TRACTOR TIPPING. I APPROACH THE TRACTORS IN THE FIELDS WHILE THEY'RE SLEEPING AND TOOT MY HORN AS LOUD AS I CAN!

TYPICAL ME...

- PLAYING PRANKS ON EVERYONE
- TRACTOR TIPPING
- SAYING INAPPROPRIATE THINGS AT THE WRONG TIME
- BACKWARDS DRIVING

I'M HAPPIER THAN A TORNADO IN A TRAILER PARK!

GAMES 1

MATER'S FUN

TOWING CARS OUT OF TROUBLE IS MATER'S JOB...
HE ENJOYS IT VERY MUCH.
JOIN HIM ON ANOTHER RESCUE ADVENTURE!

SOLUTIONS ON PAGE 33

DON'T NEED TO WATCH WHERE I'M GOING, JUST NEED TO KNOW WHERE I'VE BEEN!

SPOT THE DIFFERENCES

MATER SEES GUIDO IN HIS REAR-VIEW MIRROR. JUST ONE OF THE MIRRORED IMAGES BELOW (B, C, D, E) IS EXACTLY THE SAME AS THE **ORIGINAL** (A). CAN YOU GUESS WHICH ONE?

B

C

D

E

A

ORIGINAL

HEY, BUDDY, YOU'D BETTER BE MORE CAREFUL IF YOU WANT TO DRIVE IN RADIATOR SPRINGS!

MAZE

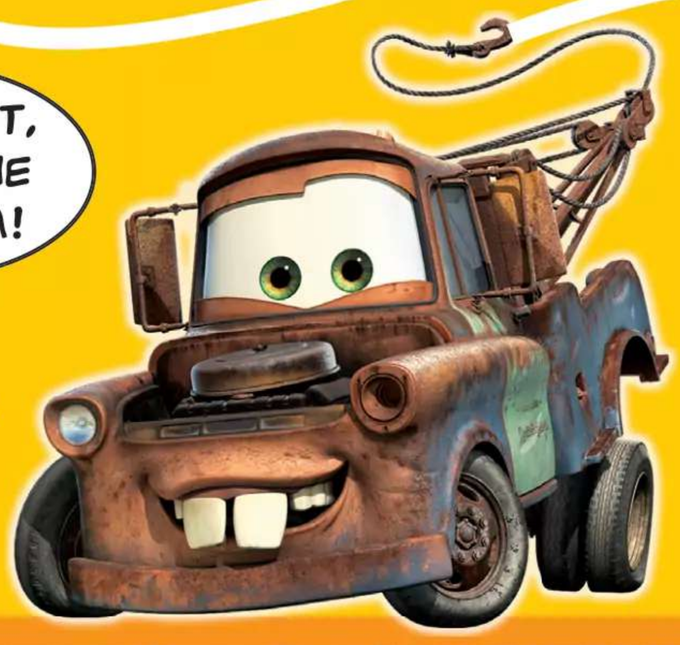
WHO'S MATER TOWING AWAY?

McQUEEN

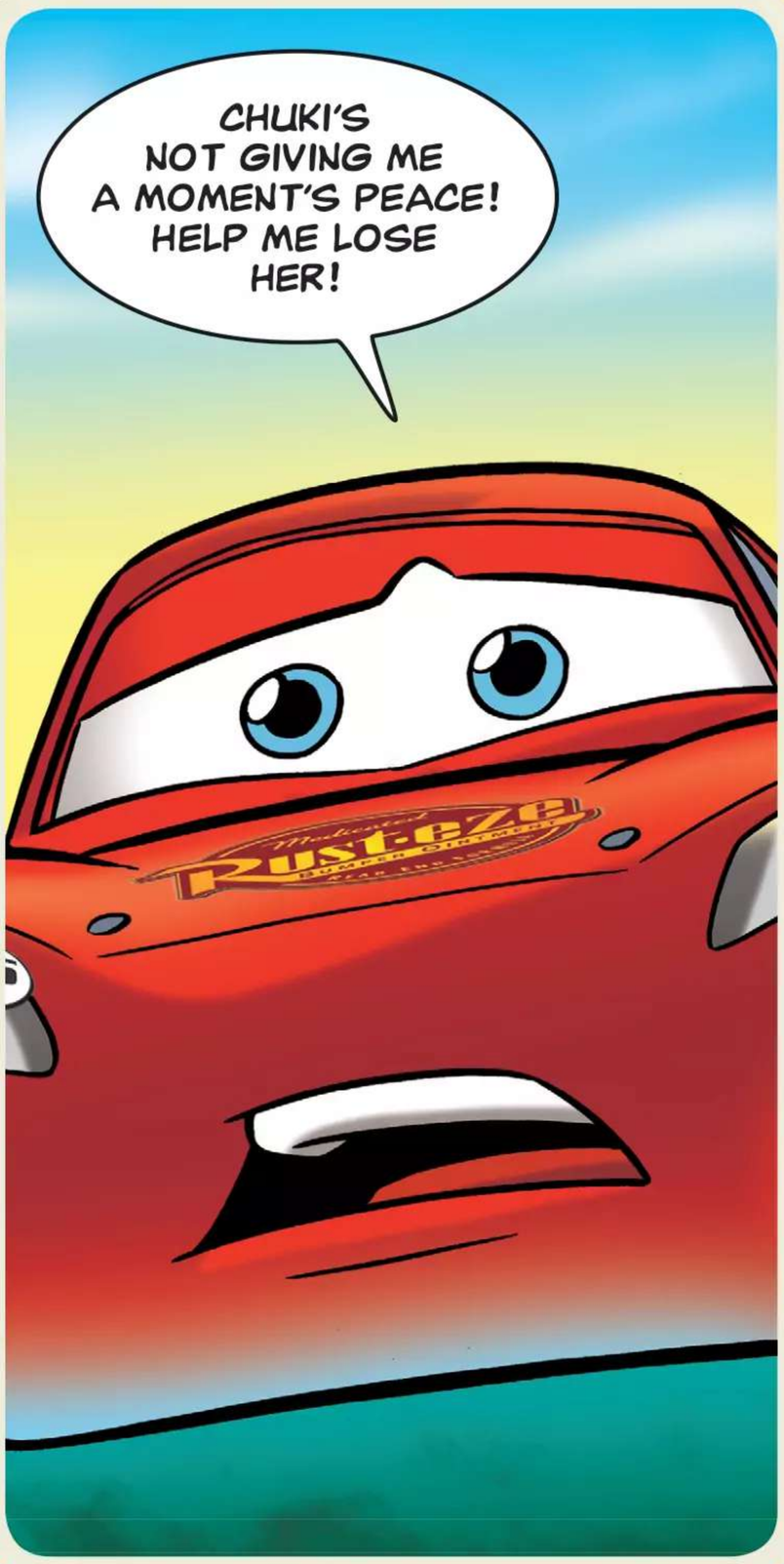
SALLY

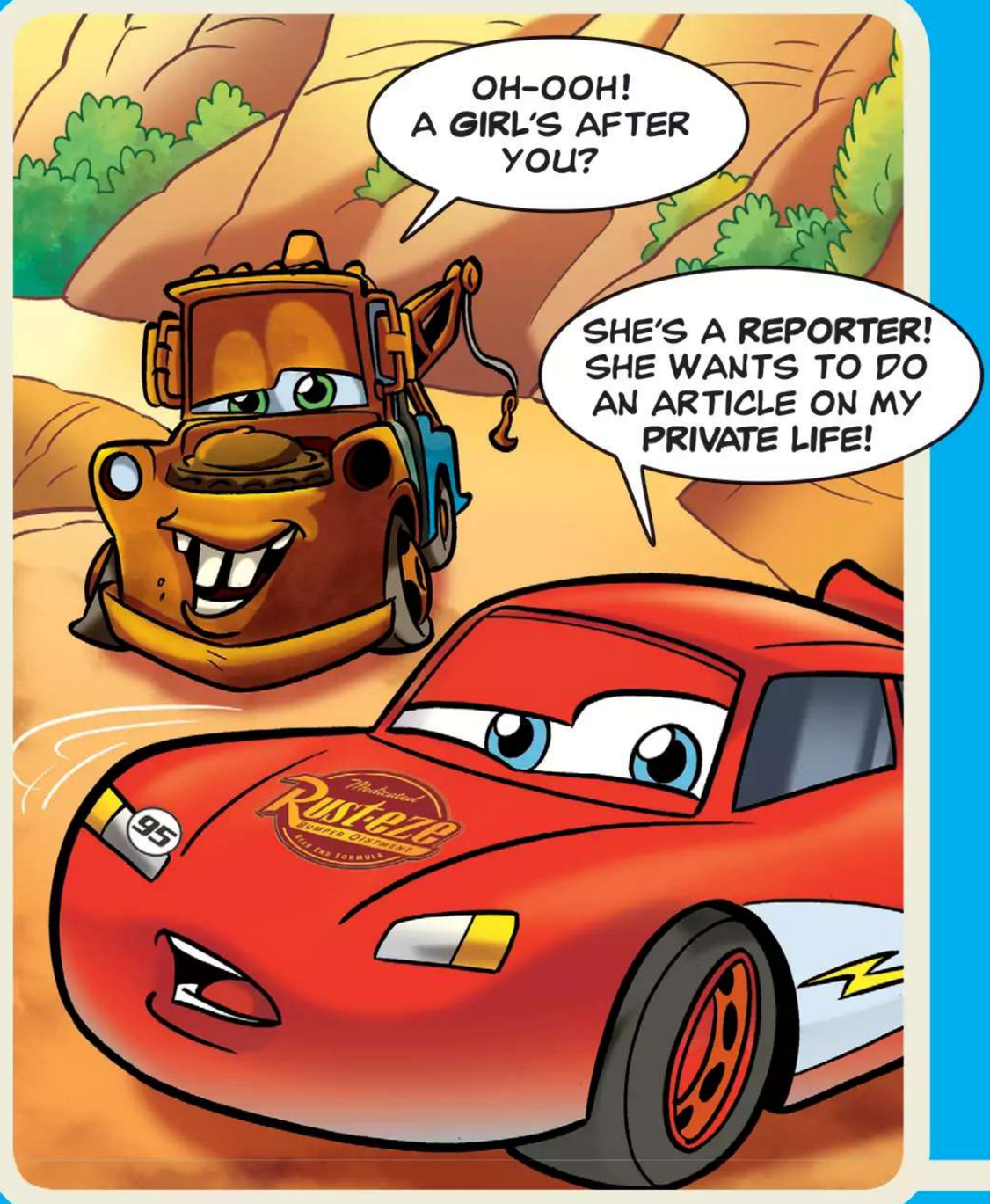
LUIGI

NO DOUBT, I GOT ONE OF THEM!



FRONT-PAGE FRIEND





Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

SHE'S TAILING ME EVERYWHERE I GO! I WAS AT FLO'S V-8 CAFE AND...

TELL US WHAT A CHAMP DRINKS, McQUEEN!

URGH!

FLASH

"... THEN AT DOC'S..."

SEE YOU, DOC!

FLASH

THE BIG SCOOP! McQUEEN EXITS DOC'S GARAGE!

OH?

DOES THAT MEAN YOU'RE A BIT UNDER THE WEATHER?

FLASH

FLASH

VROOOM

I COULDN'T BE IN BETTER SHAPE, YOU SNEAKY CAR!

I CAN'T IMAGINE WHAT WOULD HAPPEN IF I WERE TO MEET UP WITH SALLY!

HEE! HEE! YOU'D WIND UP IN THE GOSSIP COLUMN!

LUCKILY, YOU RAN INTO ME! GRAB ONTO MY TOW CABLE!

I'LL LOWER YOU DOWN TO THE ROAD BELOW, SO YOU CAN MAKE AN EASY GETAWAY!

THANKS, MATER! YOU'VE SAVED MY ENGINE!

HURRY UP, TIM! WE'VE GOT TO CATCH UP!

JUST IN TIME!

I'M CHUKI, FROM THE OEM NEWS! HAVE YOU SEEN LIGHTNING McQUEEN?

OH, SURE...

... BUT HE'S LONG GONE BY NOW!

WHAT?

HOW'D HE GET AWAY?

I HELPED HIM!

I'M HIS BEST FRIEND, IF I DO SAY SO MYSELF!

OH, REALLY?

THEN YOU MUST KNOW LOTS OF JUICY McQUEEN GOSSIP!

FLASH

FLASH

WAIT! I'VE GOT TONS OF QUESTIONS TO ASK YOU!

McQUEEN! HELP!

THE END

GAMES 2

GOOD-EYE GAMES

THESE GAMES REQUIRE YOUR SKILL!

SOLUTIONS ON **PAGE 33**

0 THROUGH THE WIRE FENCING

LOCATE THESE **5 DETAILS** IN THE PICTURE BELOW AND WRITE THEIR NUMBERS IN THE WHITE CIRCLES.

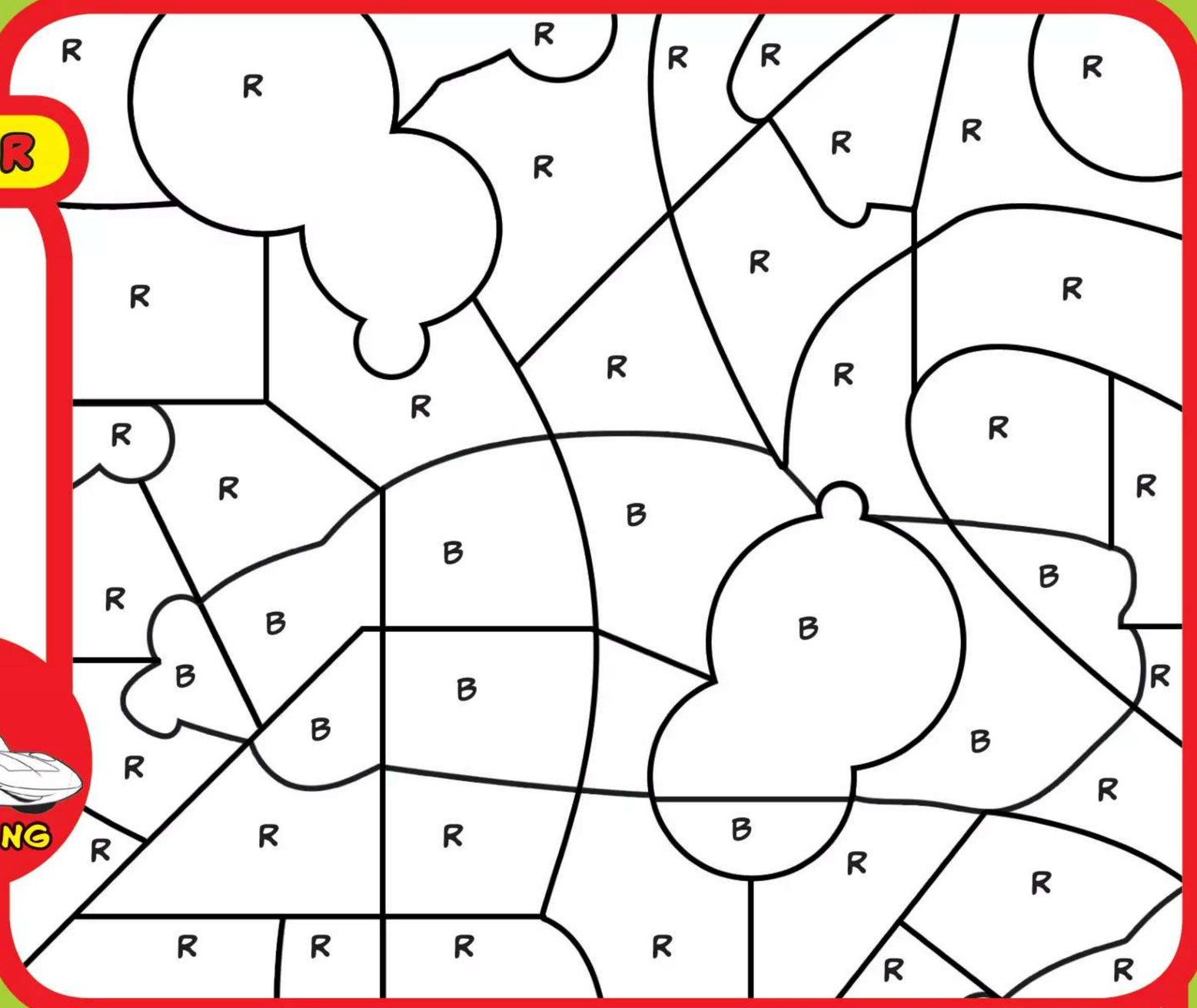
2 BLUE = B; RED = R

TO COLOR THIS PICTURE CORRECTLY, REMEMBER THAT THE FIELDS WITH THE LETTER B HAVE TO BE **BLUE** AND THE FIELDS WITH THE LETTER R HAVE TO BE **RED**. GUESS WHICH CAR YOU'LL RECOGNIZE!

FLO

DOC

THE KING



3 MISSING STAIN

LOOK AT THIS PICTURE: A DETAIL IN THE SHAPE OF A STAIN IS MISSING. CAN YOU FIND THE SHAPE THAT FITS FROM AMONG THE 4 CHOICES BELOW?

1

2

3

4

GAMES 3

WAYS IN THE SKY

FINDING YOUR WAY IN THE SKY ISN'T ALWAYS EASY! FOLLOW THE COLORED DOTS TO SOLVE THE MAZES AND HELP THESE FRIENDS FIND THEIR WAY THROUGH THE CLOUDS!

SOLUTION ON PAGE 33

AL OFT

GOAL

GOAL

ROTOR TURBOSKY

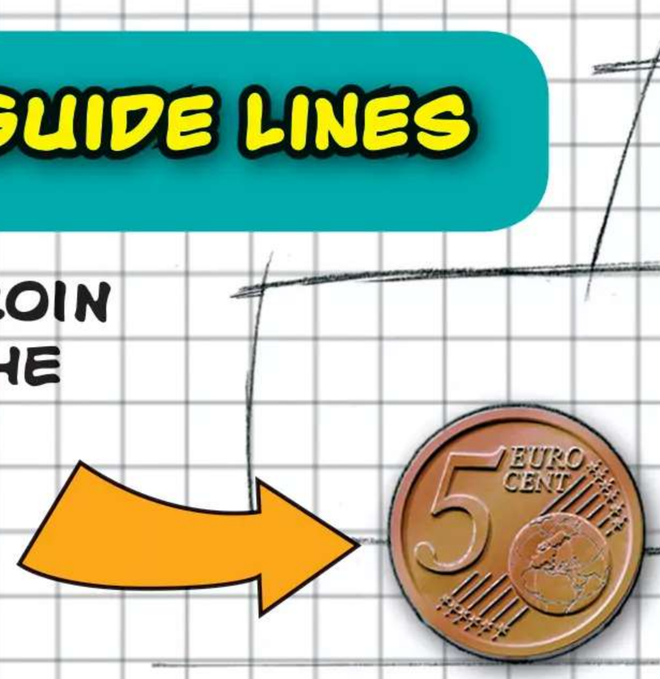
GOAL

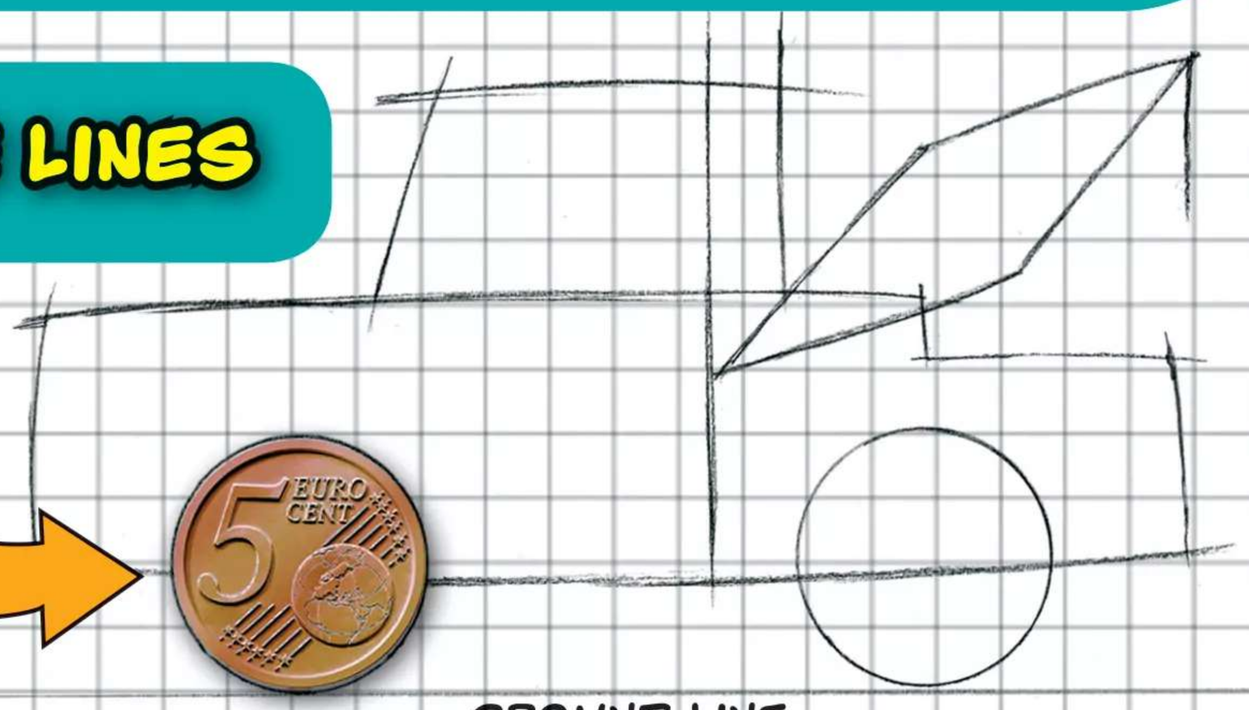
HOW TO DRAW MATER

REPEAT THESE 4 STEPS AND LEARN TO DRAW MATER THE TOW TRUCK!

1ST DRAW THE GUIDE LINES

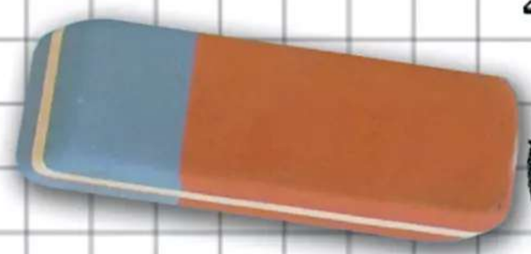
TIP: USE A COIN TO DRAW THE WHEELS!

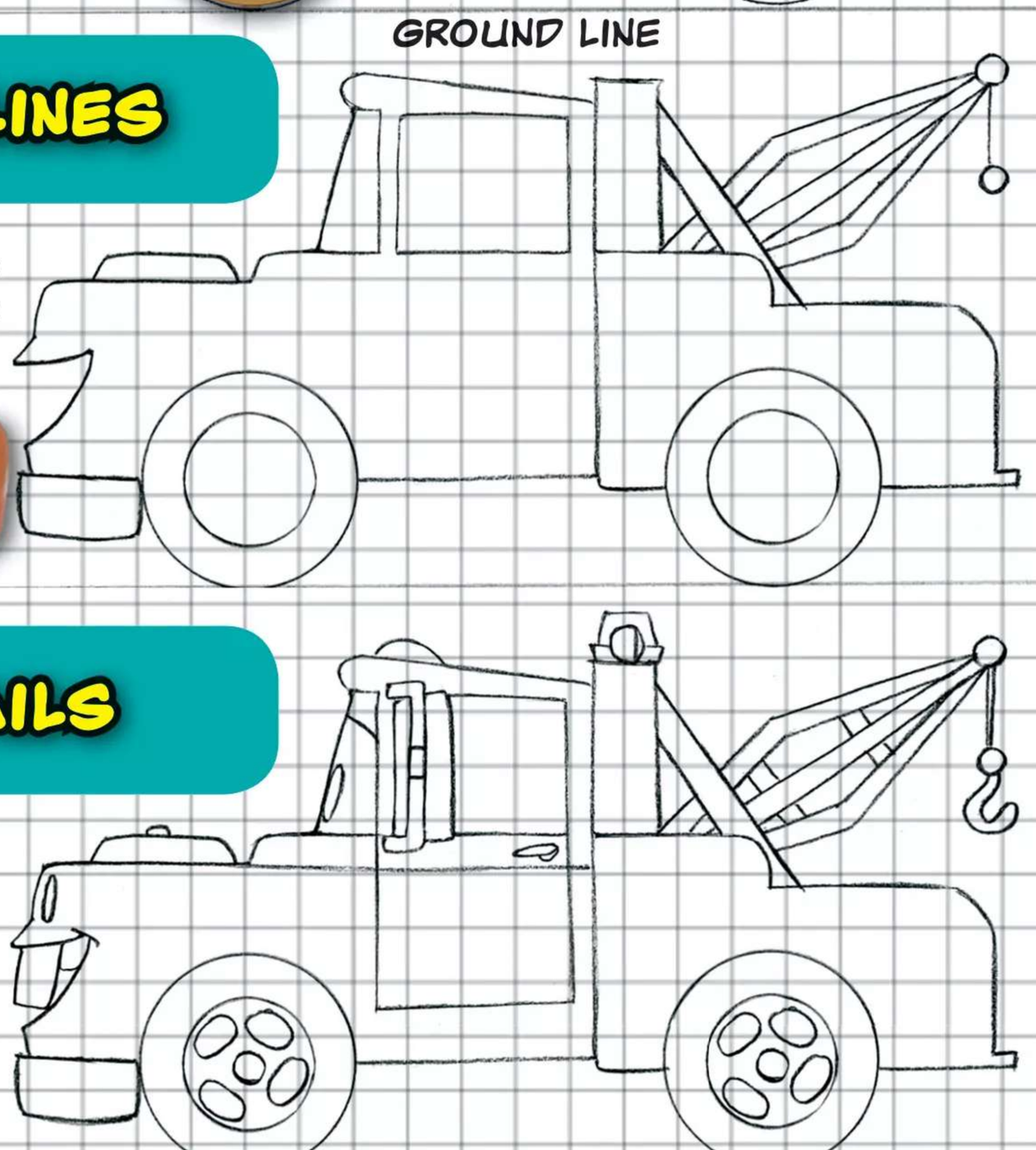




2ND DRAW THE OUTLINES

TIP: ERASE THE LINES THAT YOU DON'T NEED





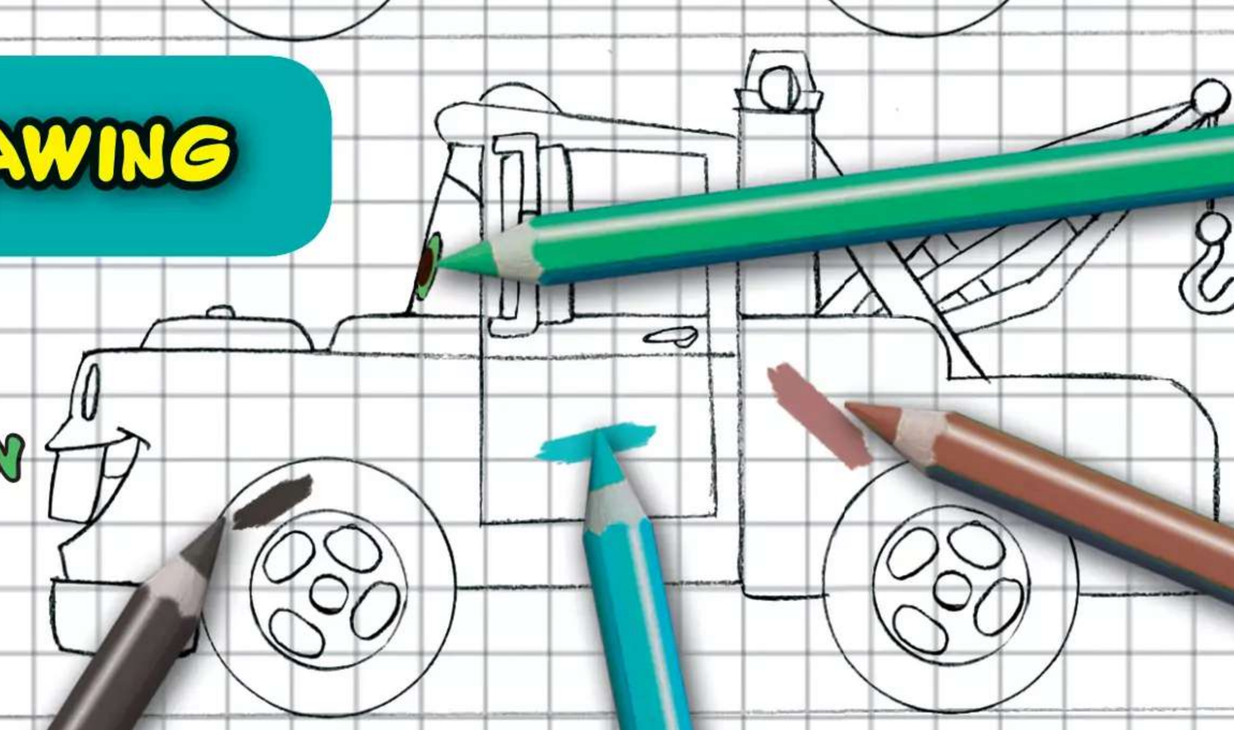
3RD ADD THE DETAILS

TRY: ADD AS MANY AS YOU CAN.
USE THIS ISSUE'S POSTER TO HELP YOU!

4TH COLOR YOUR DRAWING

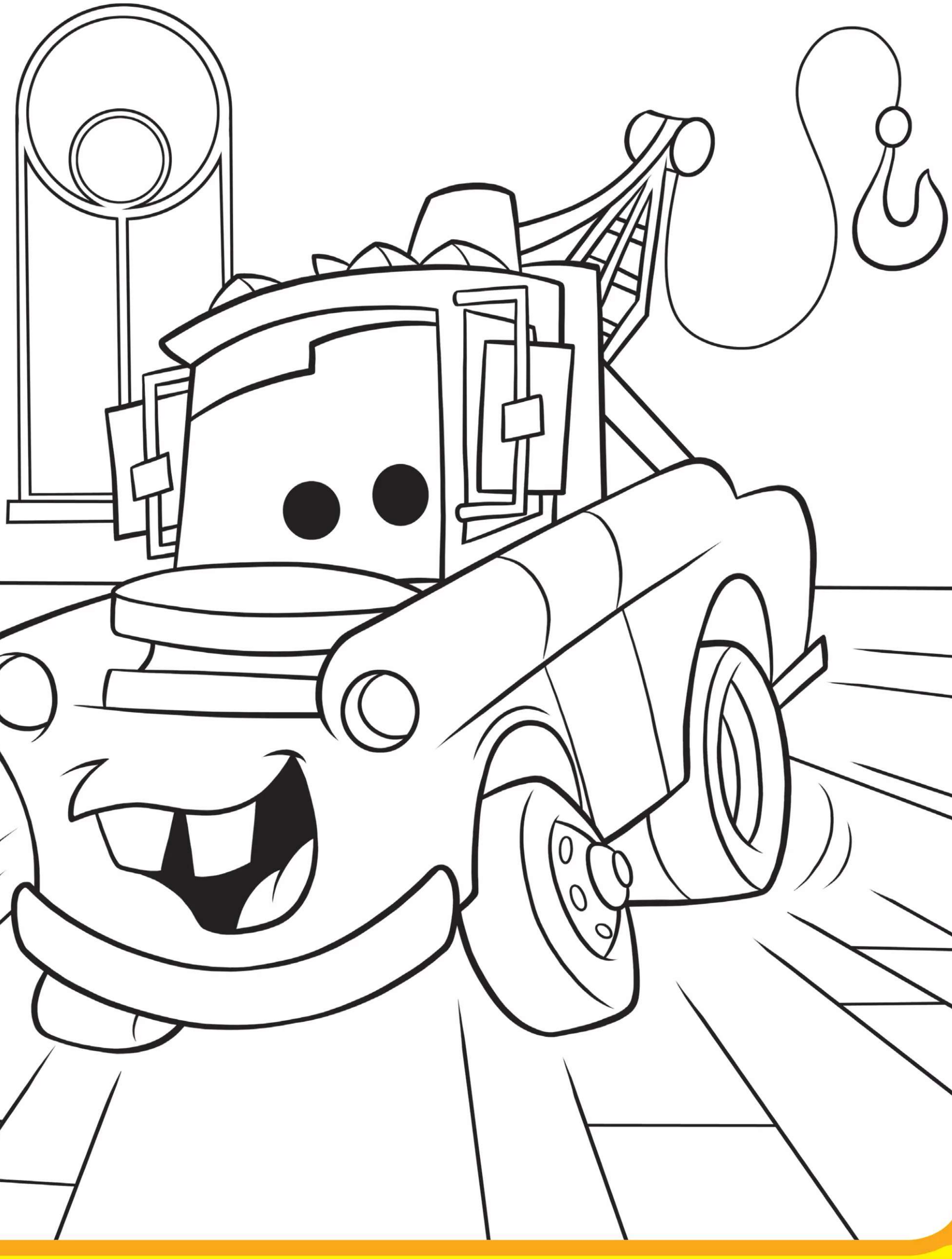
YOU NEED BLACK, **BROWN**, **TURQUOISE**... AND **GREEN** FOR THE EYES

AND NOW...
...YOU`RE DONE!



HAPPY MATER

SMILE AT LIFE, LIKE MATER,
AND ENJOY COLORING THIS PAGE



CARS MAGAZINE 04

POSTER

LIGHTNING McQUEEN

DON'T NEED TO WATCH WHERE I'M GOING,

Disney • PIXAR

THE WORLD OF Cars

© Disney/Pixar

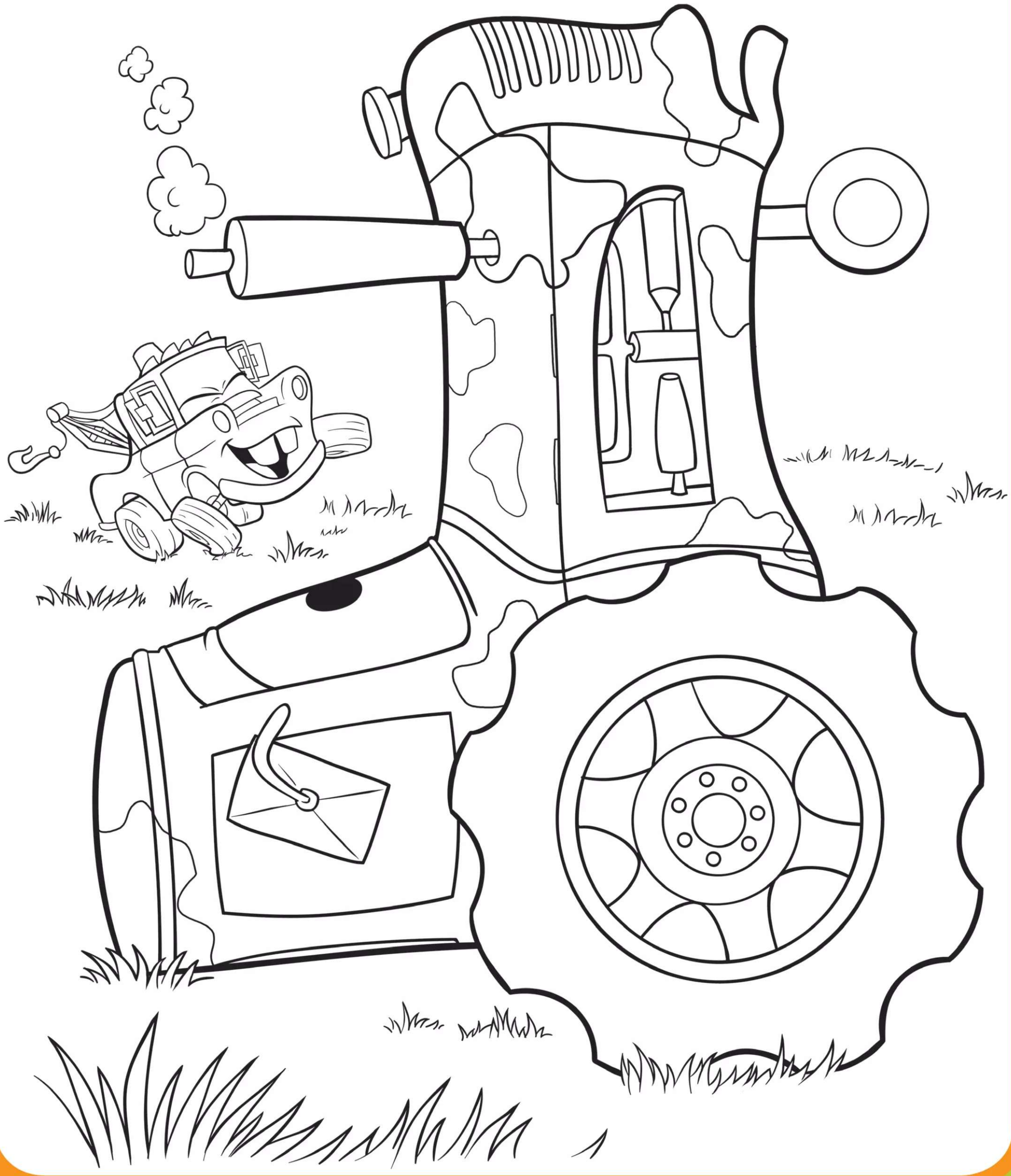
Finding Mater

and MATER

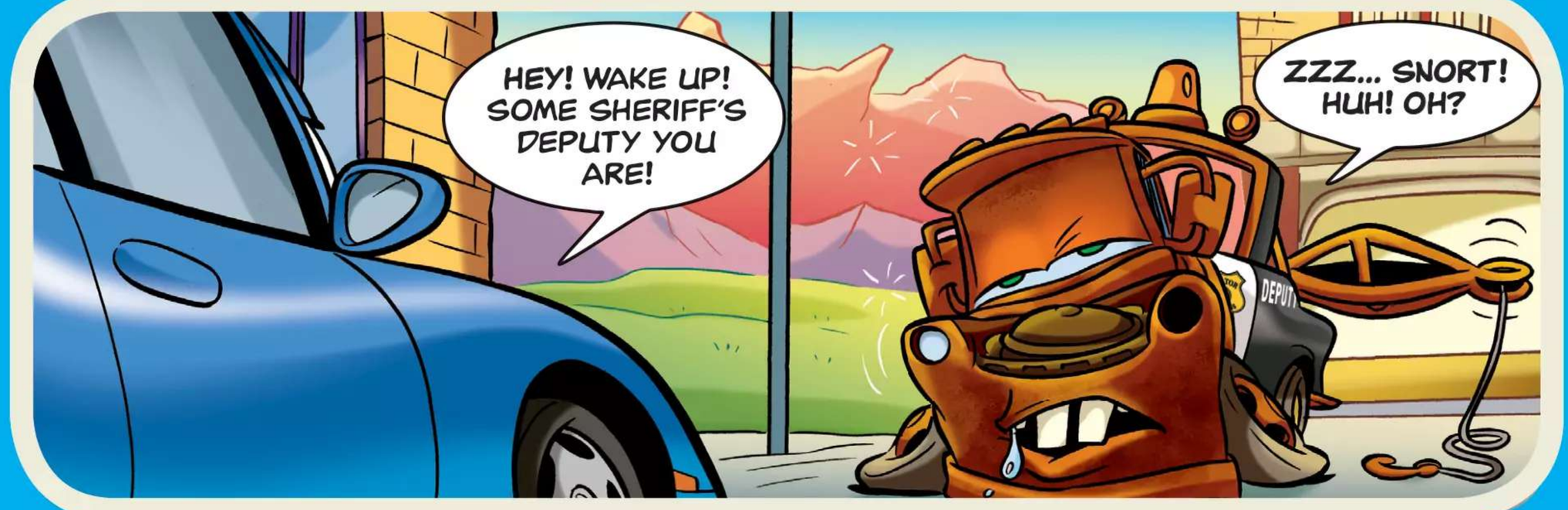
JUST NEED TO KNOW WHERE I'VE BEEN.

SLEEPING TRACTOR

DON'T SCARE TRACTORS WHILE THEY'RE SLEEPING: THIS IS WHAT COULD HAPPEN!



THE LAW'S THE LAW



THE END

Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

GAMES 4

TRACTOR TIPPING

TRACTORS WOULD LIKE TO GO ON SLEEPING, BUT MATER AND McQUEEN LOVE WAKING THEM UP. IF THEY'RE NOT CAREFUL THEY'LL WAKE FRANK THE TRACTOR COMBINE, TOO!

START

McQUEEN MATER

1

1 2 3 4 5 6

1 2 3 4 5 6

2

1 2 3 4 5 6

1 2 3 4 5 6

3

1 2 3 4 5 6

1 2 3 4 5 6

4

1 2 3 4 5 6

1 2 3 4 5 6

5

1 2 3 4 5 6

1 2 3 4 5 6

6

1 2 3 4 5 6

1 2 3 4 5 6

7

1 2 3 4 5 6

1 2 3 4 5 6

8

RULES

TIP: DO YOU NEED A DIE TO PLAY? YOU CAN FIND ONE ON PAGE 32

THIS IS A GAME FOR TWO PLAYERS: ONE OF YOU CAN BE McQUEEN AND THE OTHER, MATER.

1. PLAYERS COMPETE FROM TRACTOR TO TRACTOR ALONG THE FIELD, TRYING TO WAKE ALL OF THEM UP, AND FINISH BY CHALLENGING FRANK.
2. PLAYERS ROLL THE DIE. THE ONE WITH THE HIGHEST SCORE WAKES UP THE TRACTOR AND WINS. KEEP SCORE ON THE "SCORE GRID".
3. IF A PLAYER ROLLS 6, FRANK'S COMING: THE TRACTOR GOES ON SLEEPING AND THE PLAYERS MOVE TO THE NEXT TRACTOR.
4. ONCE THE PLAYERS REACH **FRANK**, THE CHALLENGE IS WON BY THE PLAYER WHO IS THE FIRST TO ROLL 6.

THE PLAYER WITH THE HIGHEST FINAL SCORE WINS.

SCORE

PLAYERS	POS.	1	2	3	4	5	6	7	8	9	10	F	TOT.
McQUEEN													
MATER													

FRANK

10

1 2 3 4 5 6

1 2 3 4 5 6

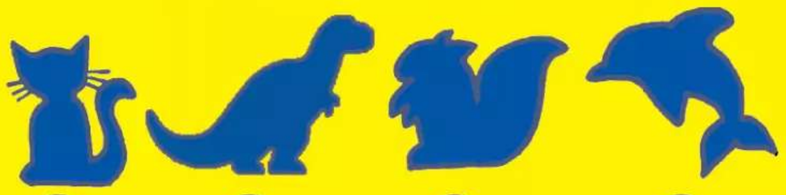
9

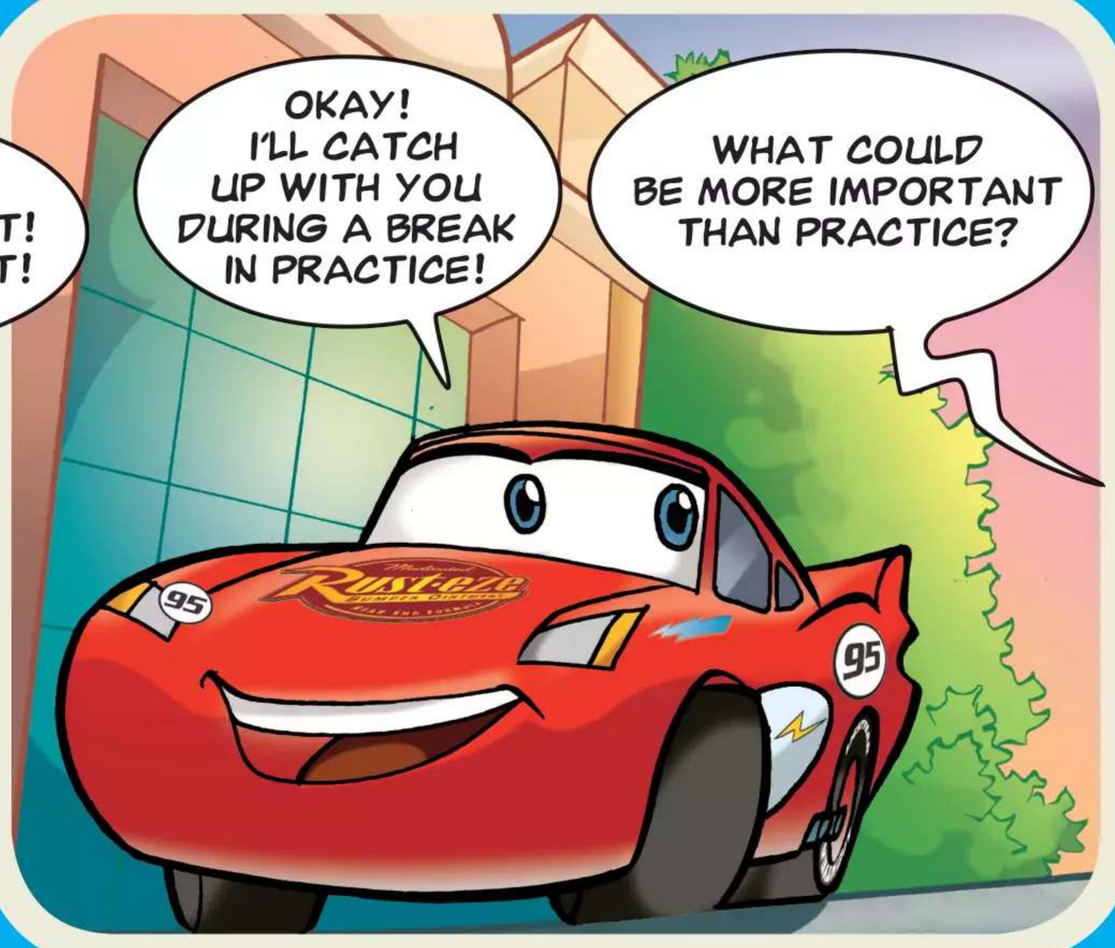
1 2 3 4 5 6

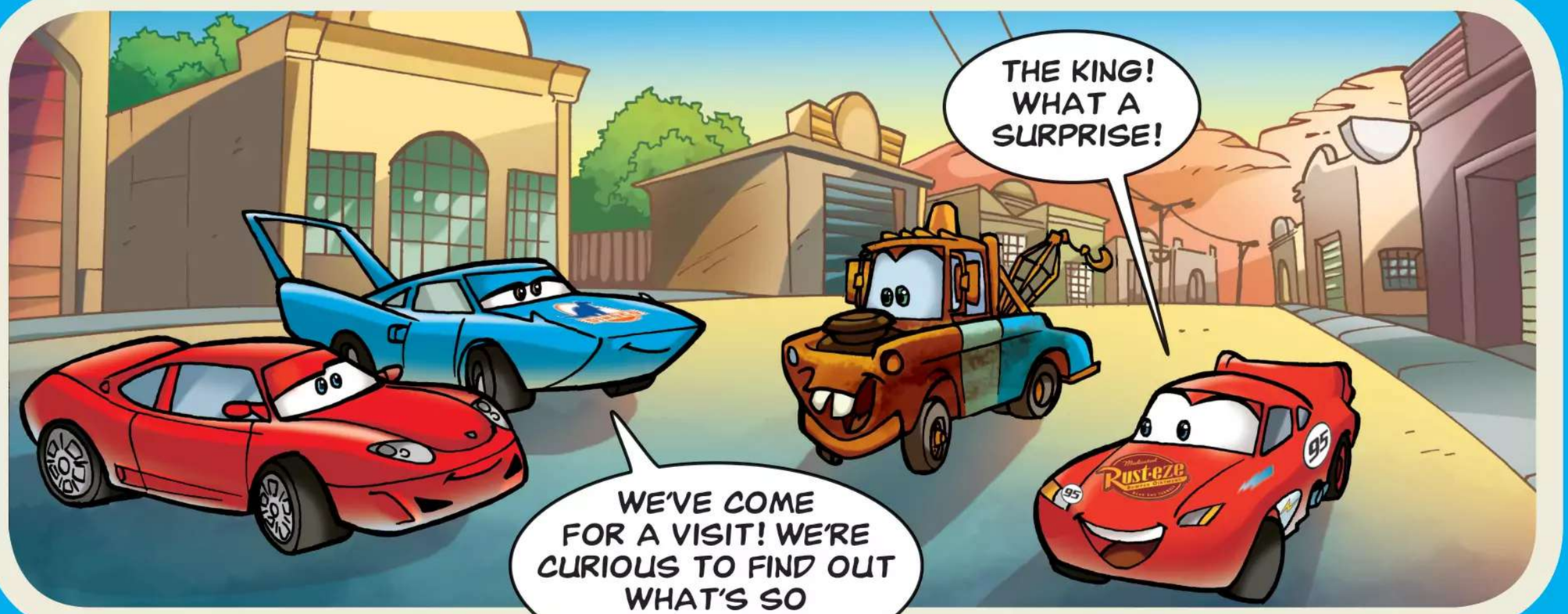
1 2 3 4 5 6

TRACTOR TIPPING?!

WHICH SILHOUETTE IS USED IN THE DINOCO LOGO?







Script: Liana Cena; pencils: Antonello Dalena; ink: Federica Salfo; color: Kawaii Creative Studio

THE RIGHT DINOCO SYMBOL IS NO.2

WHY, THE TRACTORS! THEY SPEND THEIR DAYS GRAZING AWAY IN THE FIELDS. SO EVERY ONCE IN A WHILE WE STOP BY TO... WAKE THEM UP A LITTLE!

UMM... I'VE NEVER DONE ANYTHING OF THE SORT!

DINOCO

COMPLETE DRAWING THE CURIOUS LIZZIE CONNECTING THE DOTS!

WHY DON'T YOU TAG ALONG WITH US TONIGHT? WE'LL MAKE IT A SPECIAL EXPEDITION, JUST FOR YOU!

EHM... I'M NOT SURE WHETHER THAT'S NECESSARY...

YOU'VE GOT YOURSELF A DEAL!

THAT NIGHT...

UMM... NOW WHAT? ARE WE SURE THIS IS OKAY?

DINOCO

HECK! IT JUST TAKES A FEW INSTRUCTIONS!

CONNECT EACH CAR WITH A SLEEPING TRACTOR!

1

2

3

4

BOOOT!

VROOOM!

McQUEEN: TRACTOR NO.4; MATER: TRACTOR NO.1; THE KING: TRACTOR NO.3; FERRARI: TRACTOR NO.2

HA, HA! COOL!

HEE, HEE! REALLY FUNNY!

PUFF

COMPARE THE CARS IN THESE TWO VIGNETTES AND FIND THE 5 DIFFERENCES (EXCLUDING EYES AND MOUTHS)!

WOW! IT'S A GAS EVERY TIME!

HEE! HEE!

VRRROM VROOOM

GULP!

VROOOM

THAT'S FRANK, THE GIANT TRACTOR COMBINE! I THINK WE'VE GONE TOO FAR THIS TIME!

NOW WHAT?

RUNNNNNNN FOR IT!

THE END

THE 5 DIFFERENCES ARE: McQUEEN'S RIGHT WHEEL TURNED INWARD AND LEFT STICKY HEADLIGHT; FERRARI'S RIGHT RADIATOR GRILL, LOGO AND LEFT REARVIEW MIRROR MISSING.

GAMES 5

HIDE-AND-SEEK

MATER LOVES PLAYING PRANKS ON EVERYONE, BUT THIS TIME HIS FRIENDS ARE HIDING FROM HIM. CAN YOU HELP HIM FIND THEM ALL?

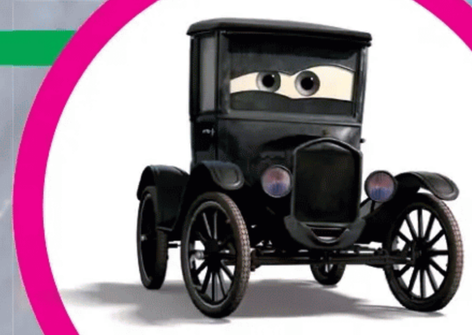
SOLUTION ON **PAGE 33**

DOC HUDSON

RED

RAMONE

???



LIZZIE

LIGHTNING McQUEEN

FLO

LUIGI

GUIDO

SALLY

CARS MAGAZINE 04

CRAFTS 1

MATER TOWS YOUR PENCIL CASE

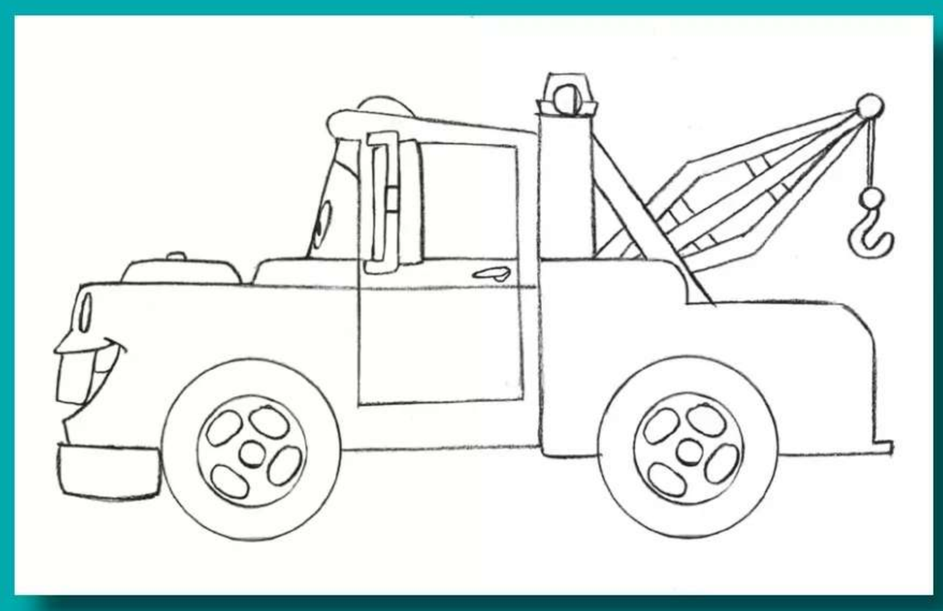
NEED A CASE FOR YOUR PENCILS?
ASK MATER!

1ST THE RIGHT BOX

FIRST YOU'LL NEED
A CARDBOARD BOX
BIG ENOUGH TO CONTAIN
YOUR PENCILS

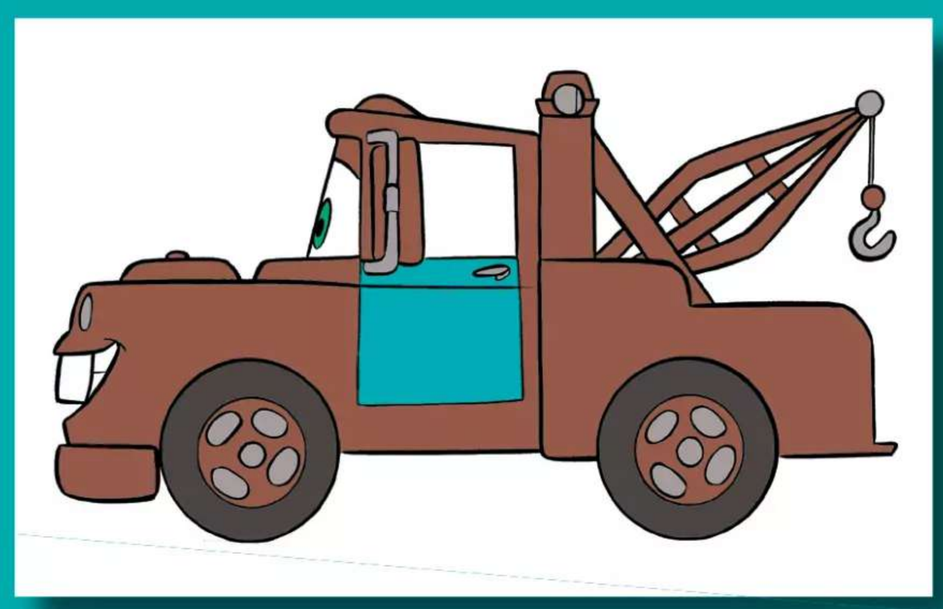
2ND DRAWING

DRAW MATER ON A SHEET
OF WHITE CARDBOARD,
AS SHOWN
ON PAGE 16



3RD COLORING

COLOR YOUR DRAWING.
SEE PAGE 16
FOR DETAILS



4TH CUT OUT

WITH THE HELP
OF AN ADULT,
CAREFULLY CUT
OUT YOUR DRAWING
OF MATER

5TH

PASTE

PASTE THE COLORED PROFILE OF MATER ON ONE SIDE OF THE BOX. LET THE GLUE DRY AND...

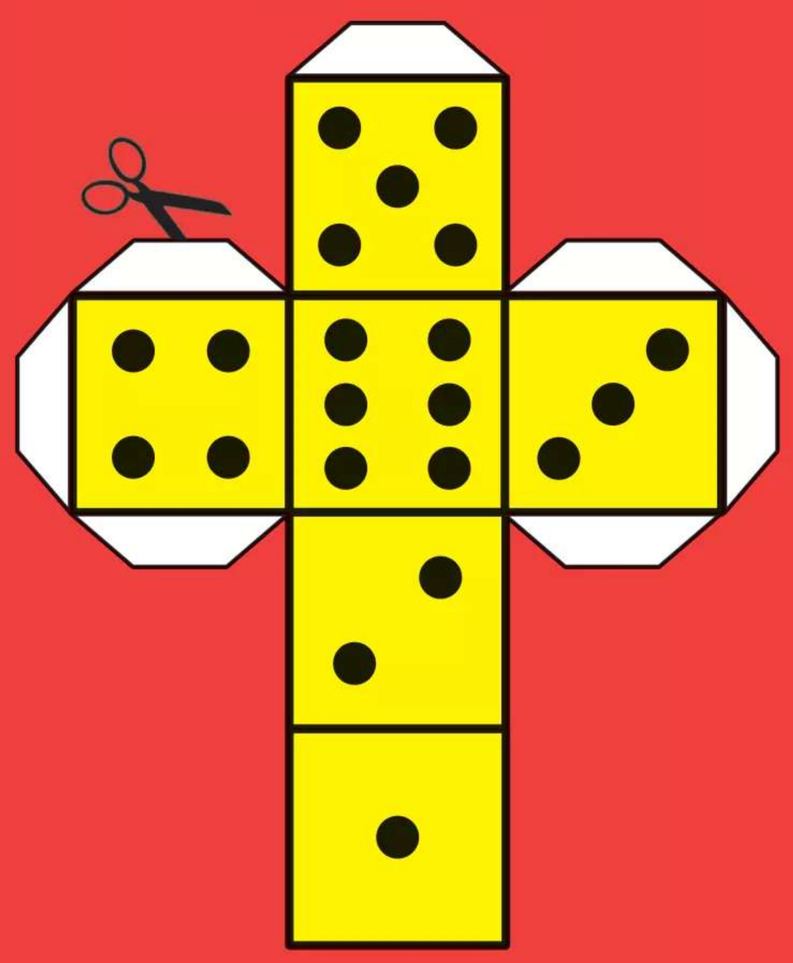
...YOUR NEW PENCIL CASE IS READY!

YOUR RUSTY TOW MATER SIGN

CUT OUT AND PASTE ON CARDBOARD THIS RUSTY SIGN.
USE IT TO DECORATE THE WALLS OR THE DOOR OF YOUR ROOM!

NEED A DIE?

HERE'S ONE TO CUT OUT AND PLAY WITH!



LOOK!

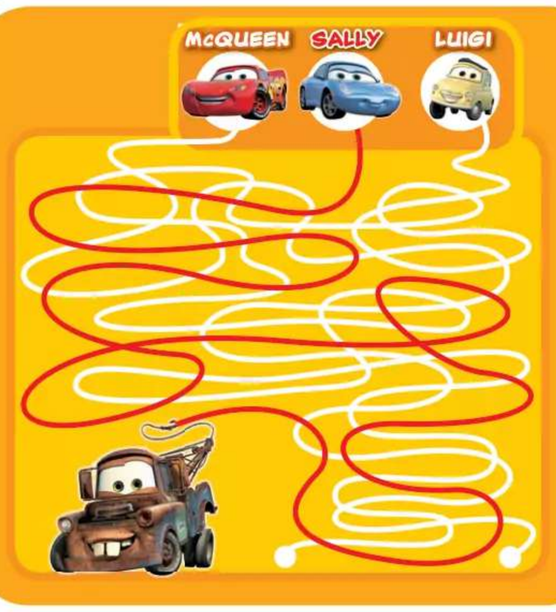
GAMES SOLUTIONS

PAGE 06: SPOT THE DIFFERENCES

THE RIGHT ANSWER IS:

D

PAGE 07: MAZE

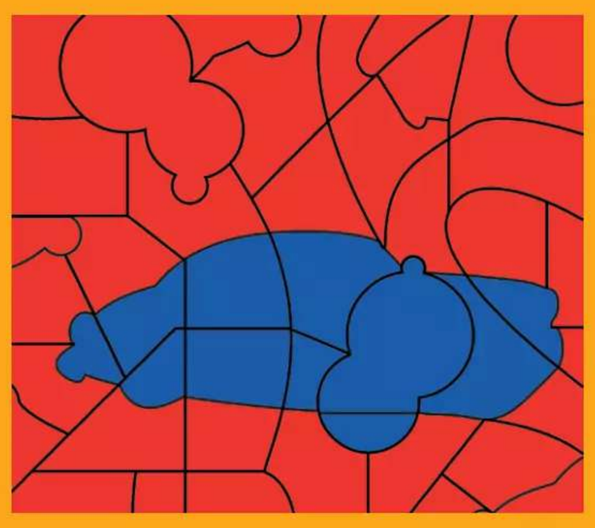


PAGES 14-15: WAYS IN THE SKY

PAGES 28-29: HIDE-AND-SEEK

PAGE 12: THROUGH THE WIRE FENCING

PAGE 13: B=BLUE; R= RED

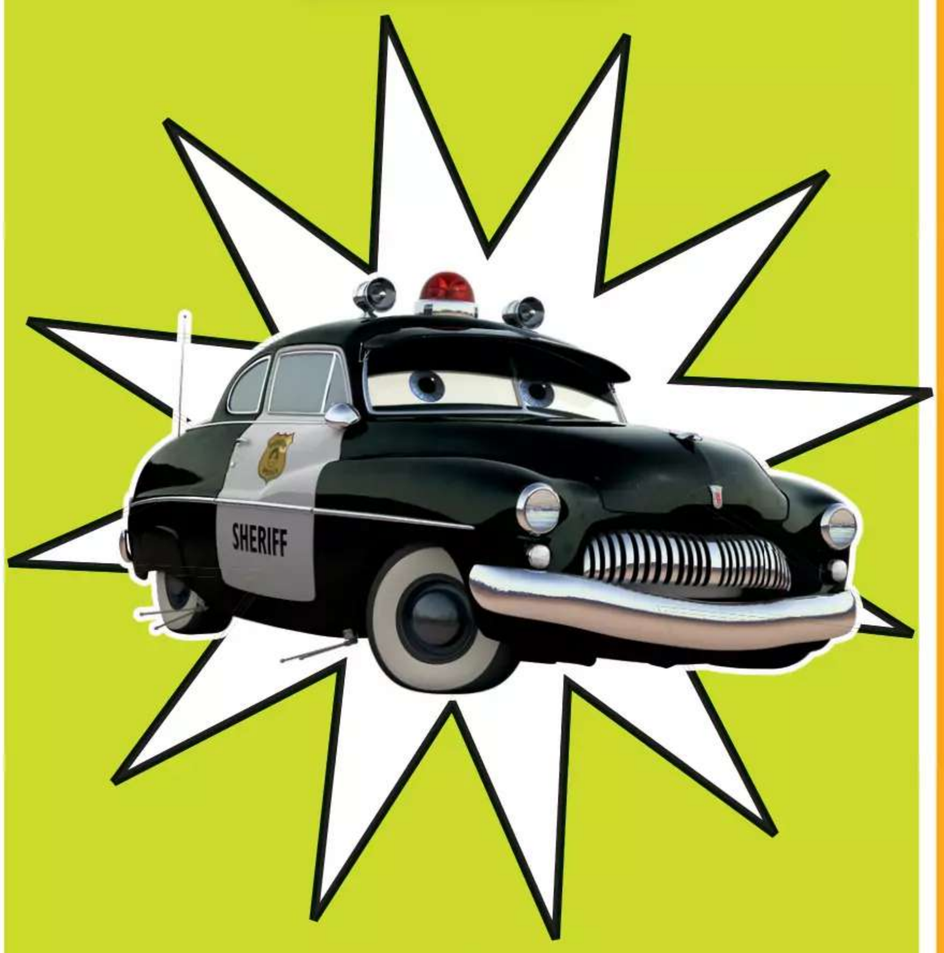


THE RIGHT ANSWER IS:

PAGE 13: MISSING STAIN

THE RIGHT ANSWER IS:

IN THE NEXT ISSUE



CALLING ALL CARS!
HERE COMES
SHERIFF!

CARDS

INSTRUCTIONS:

- CUT OUT THE CARDS, SHUFFLE AND PLACE THE DECK ON THE TABLE, FACE DOWN.
- PLAYERS SIT AROUND THE TABLE AND DRAW LOTS TO SEE WHO GOES FIRST.
- PLAYER 1 CHALLENGES PLAYER 2 (THE FIRST PLAYER TO THE LEFT) BY TURNING OVER THE TOP CARD. PLAYER 2 RESPONDS BY TURNING OVER THE NEXT CARD. IF PLAYER 1'S CARD BEATS PLAYER 2'S (SEE CHART BELOW), THEN PLAYER 1 **EARNS 1 POINT (=1 LAP)** AND PROCEEDS TO CHALLENGE PLAYER 3 IN THE SAME MANNER.
- IF PLAYER 1'S CARD DOES NOT BEAT PLAYER 2'S, THEN PLAYER 2 CHALLENGES PLAYER 3. CONTINUE AROUND THE TABLE.
- **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS.**
- **IF TWO PLAYERS PICK CARDS OF THE SAME TYPE** (FOR EXAMPLE, 2 STREET CARS), **THE CARD WITH THE HIGHEST VALUE WINS THE CHALLENGE.**

CARD GAME 1

CHALLENGE CHART

RACE CAR	BEATS	STREET CAR
STREET CAR	BEATS	FRIEND CAR
FRIEND CAR	BEATS	RACE CAR

CARD GAME 2

INSTRUCTIONS:

- EACH PLAYER CHOOSES A **RACE CAR** TO COMPETE WITH.
- SHUFFLE THE OTHER CARDS AND PLACE THE DECK ON THE TABLE, FACE DOWN. THE MORE CARDS YOU HAVE, THE MORE EXCITING THE GAME WILL BE.
- THE FIRST PLAYER TURNS OVER THE TOP CARD AND SHOWS IT TO THE OTHERS. THEN THAT PLAYER FOLLOWS THE INSTRUCTIONS ON THE CHART BELOW.
- COUNT EACH PLAYER'S LAPS AS THEY ARE COMPLETED. **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS!**

IF YOU HAVE	YOU GET	YOU EARN
A STREET CAR THE SAME COLOR AS YOUR RACE CAR.	YOU GET GOOD ADVICE ON THE RACE	YOU EARN 1 LAP. OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A STREET CAR THAT'S A DIFFERENT COLOR FROM YOUR RACE CAR.	YOU GET NO ADVICE ON THE RACE	YOU EARN NOTHING.
A FRIEND CAR THE SAME COLOR AS YOUR RACE CAR.	YOUR FANS CHEER YOU ON!	YOU EARN 2 LAPS. OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A FRIEND CAR THE SAME COLOR AS AN OPPONENT'S RACE CAR.	THE CROWD CHEERS FOR YOUR OPPONENT!	YOUR OPPONENT EARNS 1 LAP.
A FRIEND CAR THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	A DULL RACE, THE CROWD IS BORED!	YOU EARN NOTHING.
A RACE CAR THE SAME COLOR AS YOUR RACE CAR.	CARS ON THE SAME TEAM (SAME COLOR) HELP EACH OTHER	YOU EARN 1 LAP. OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN 1 LAP.
A RACE CAR THE SAME COLOR AS AN OPPONENT'S RACE CAR.	YOUR OPPONENT PASSES YOU!	YOU LOSE 1 LAP.
A RACE CAR THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	YOU TRY TO PASS! ..... IF YOUR RACE CAR HAS A HIGHER SCORE THAN THE CARD YOU PICK, YOUR PASS IS SUCCESSFUL.	YOU EARN 1 LAP.
	IF YOUR RACE CAR HAS A LOWER SCORE THAN THE CARD YOU PICK, YOUR PASS IS UNSUCCESSFUL BECAUSE THE OTHER CAR IS FASTER.	YOU EARN NOTHING.

COLLECTOR CARDS

ENJOY, COLLECT AND PLAY WITH THEM!

RACE

CARD 28

SLIDER PETROLSKI

4

1. TOP SPEED: ..... 180 MPH
2. ENGINE: ..... 650 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. SPORTSMANSHIP: ★★★☆☆
6. SPECIALTY: ..... HIS UNCLE WAS A CHAMPION CHEATER

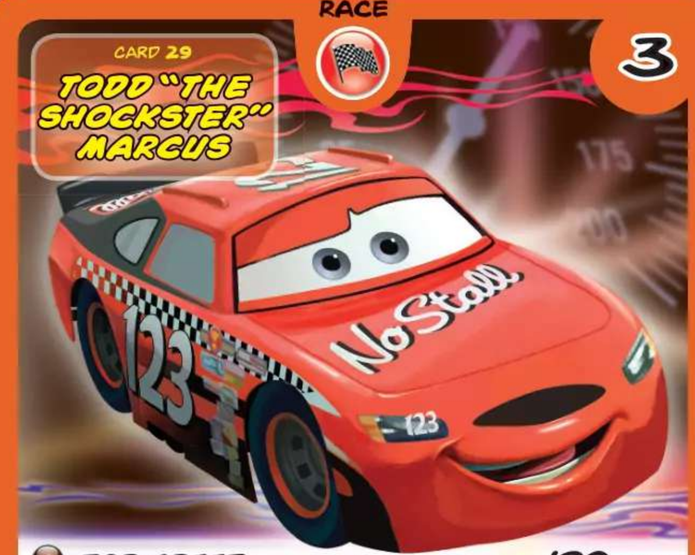
©2008 Disney/Pixar

RACE

CARD 29

TODD "THE SHOCKSTER" MARCUS

3



1. TOP SPEED: ..... 190 MPH
2. ENGINE: ..... 700 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★★☆☆☆
5. SPORTSMANSHIP: ★★★☆☆
6. SPECIALTY: ..... HIS RACING NUMBER IS ALSO HIS PIN

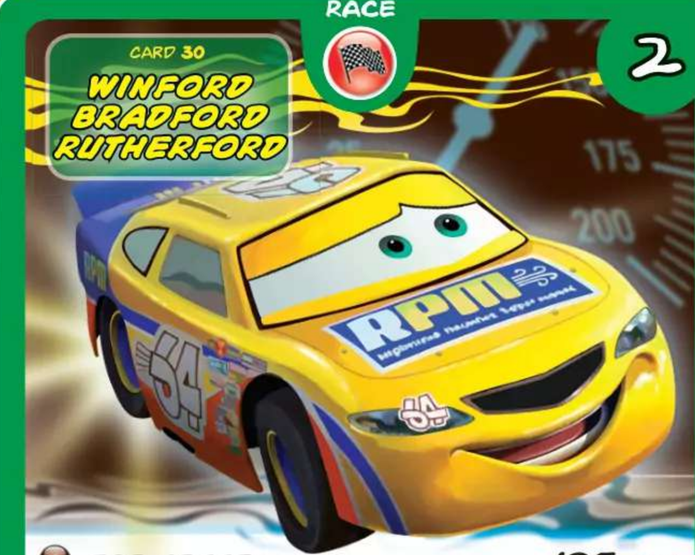
©2008 Disney/Pixar

RACE

CARD 30

WINFORD BRADFORD RUTHERFORD

2



1. TOP SPEED: ..... 185 MPH
2. ENGINE: ..... 590 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. SPORTSMANSHIP: ★★★★☆
6. SPECIALTY: ... KNOWN AS THE PROFESSOR

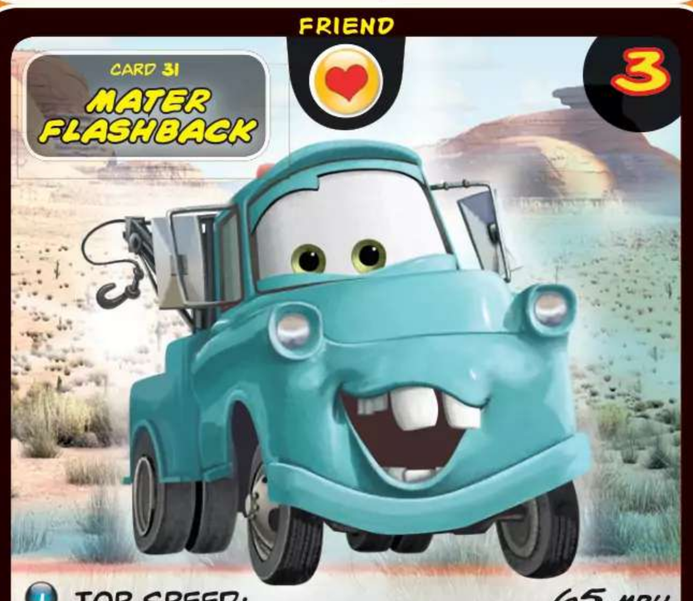
©2008 Disney/Pixar

FRIEND

CARD 31

MATER FLASHBACK

3



1. TOP SPEED: ..... 65 MPH
2. ENGINE: ..... 400 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. GENEROSITY: ★★★★★
6. SPECIALTY: ..... WAS ONCE BRAND NEW!

©2008 Disney/Pixar

FRIEND

CARD 32

GREEN RAMONE

2

Chevrolet Impala™

1. TOP SPEED: ..... 135 MPH
2. ENGINE: ..... 315 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ..... WET PAINT!

©2008 Disney/Pixar

FRIEND

CARD 33

LIZZIE

1

Model T™

1. TOP SPEED: ..... 45 MPH
2. ENGINE: ..... 20 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ..... SHE ALWAYS TELLS IT LIKE IT IS

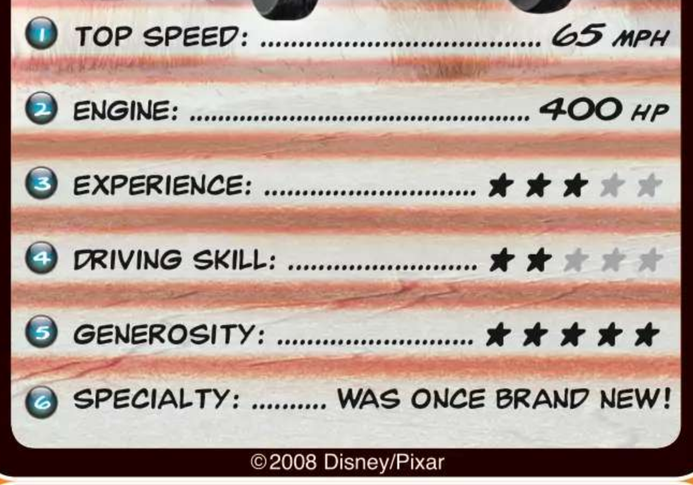
©2008 Disney/Pixar

STREET

CARD 34

TJ HUMMER

3



H-1 Hummer®

1. TOP SPEED: ..... 145 MPH
2. ENGINE: ..... 205 HP
3. EXPERIENCE: ★☆☆☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. FRIENDLINESS: ★★☆☆☆
6. SPECIALTY: ..... INSECURITY

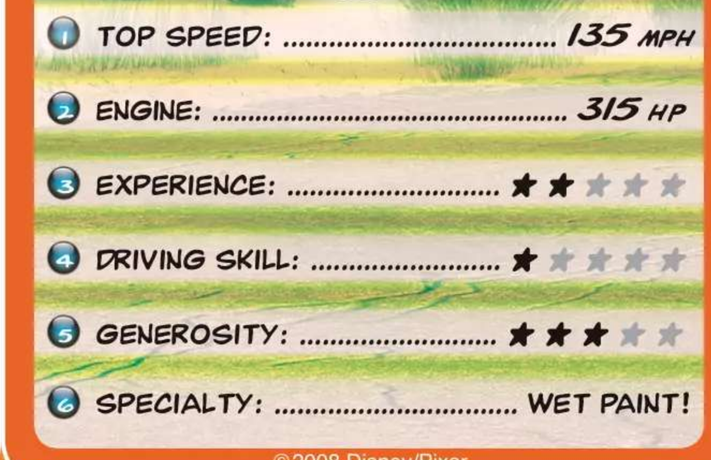
©2008 Disney/Pixar

STREET

CARD 35

DJ DEVON MONTGOMERY JOHNSTON

2



1. TOP SPEED: ..... 165 MPH
2. ENGINE: ..... 400 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★★☆☆☆
5. FRIENDLINESS: ★☆☆☆☆
6. SPECIALTY: ..... CRANKIN' TUNES!

©2008 Disney/Pixar

STREET

CARD 36

CHUKI

1

1. TOP SPEED: ..... 120 MPH
2. ENGINE: ..... 140 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. FRIENDLINESS: ★☆☆☆☆
6. SPECIALTY: ..... CURIOSITY AND DETERMINATION

©2008 Disney/Pixar

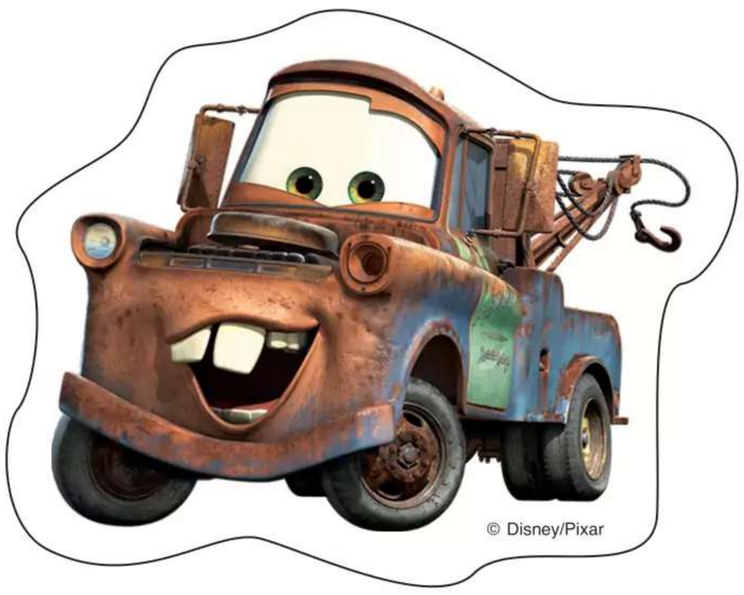
Disney • PIXAR
THE WORLD OF
Cars

©2008 Disney/Pixar

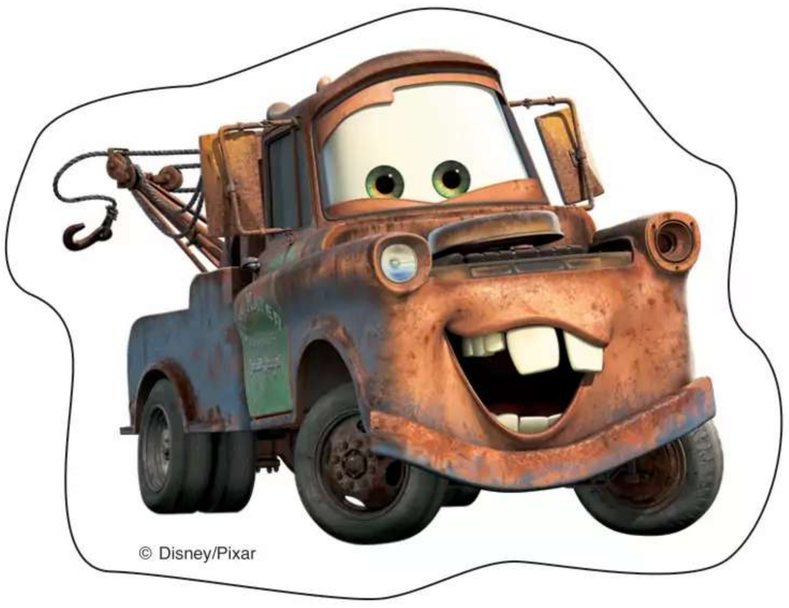
CARS MAGAZINE 04

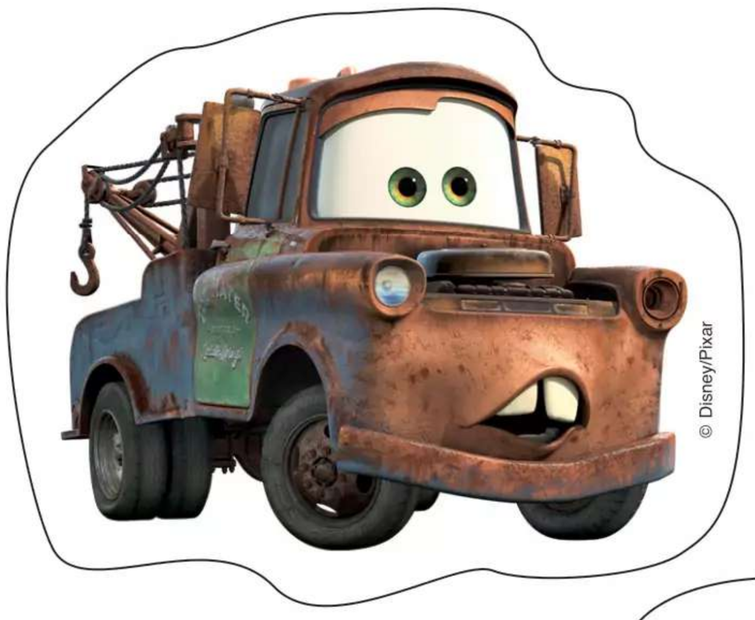
STICKERS

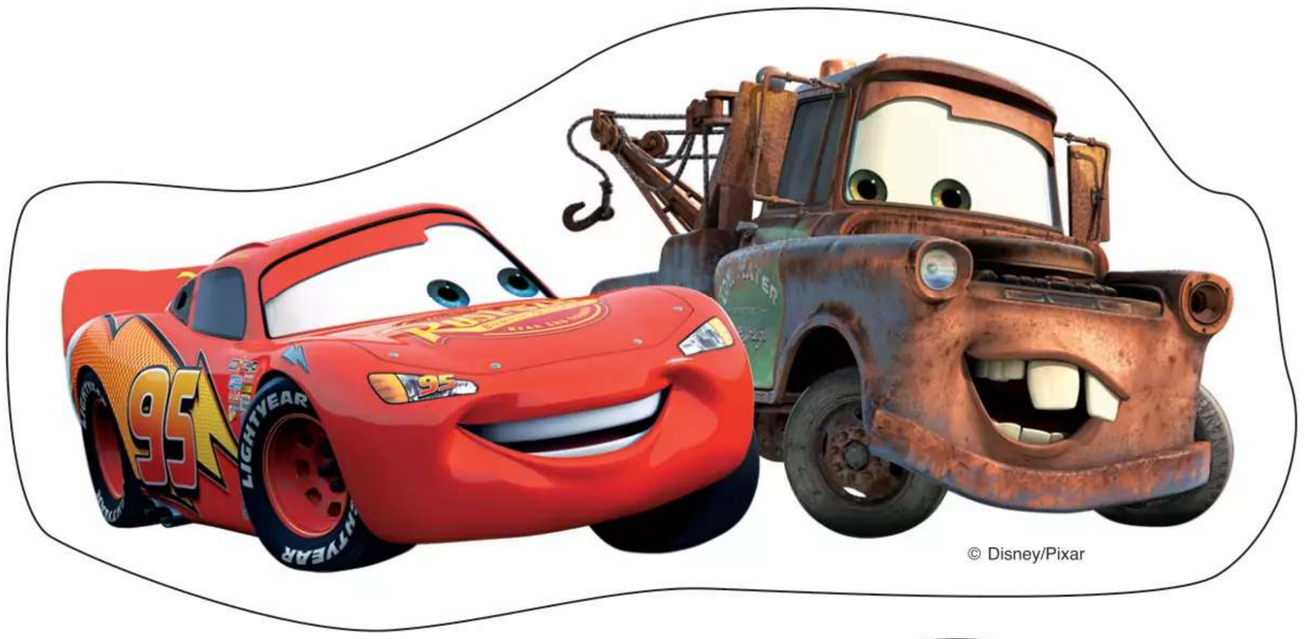
TOW MATER


© Disney/Pixar

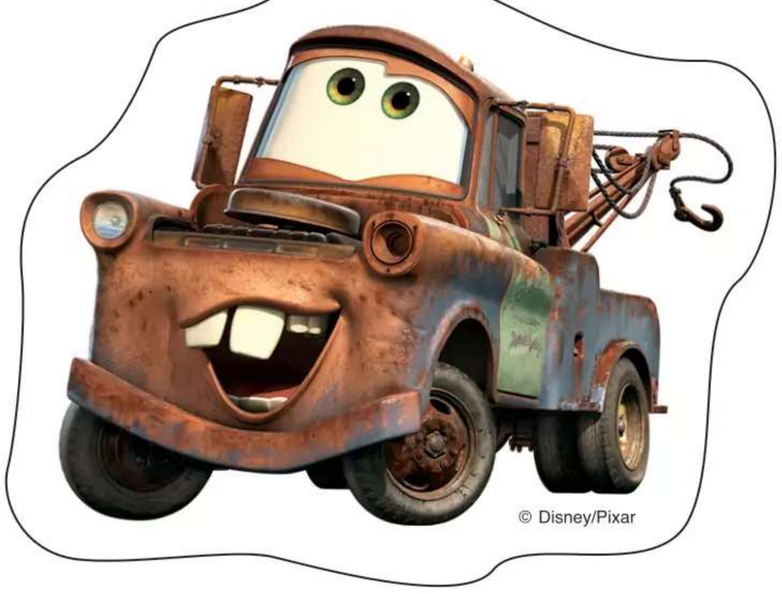
© Disney/Pixar

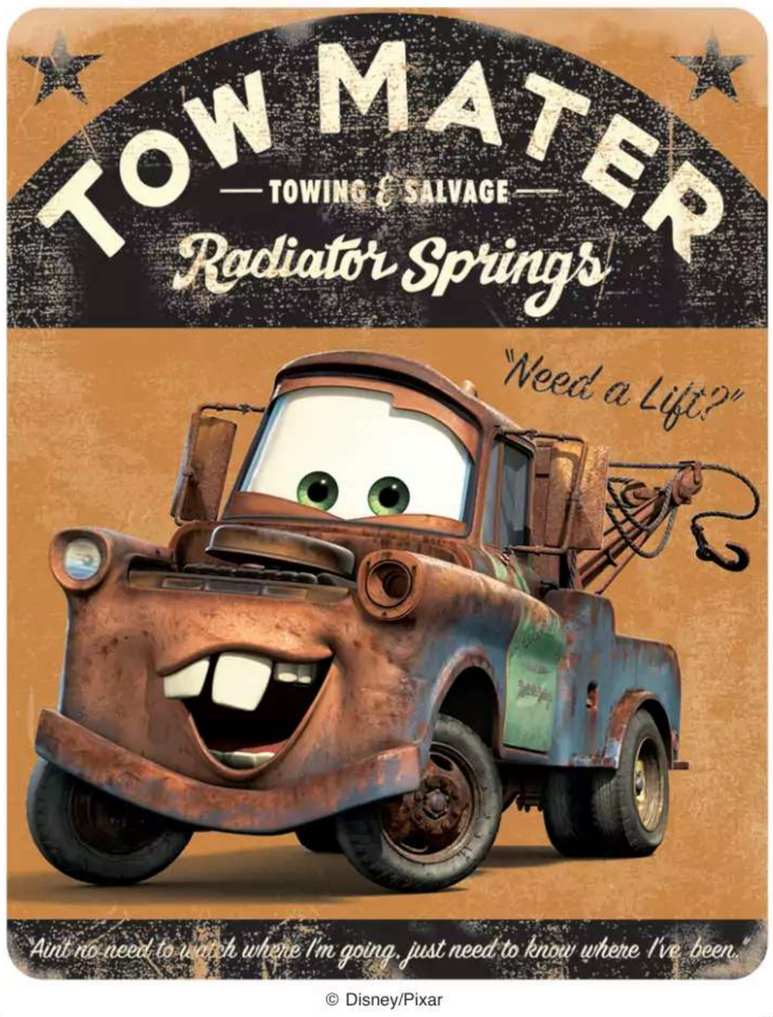

© Disney/Pixar


© Disney/Pixar


© Disney/Pixar

© Disney/Pixar


© Disney/Pixar



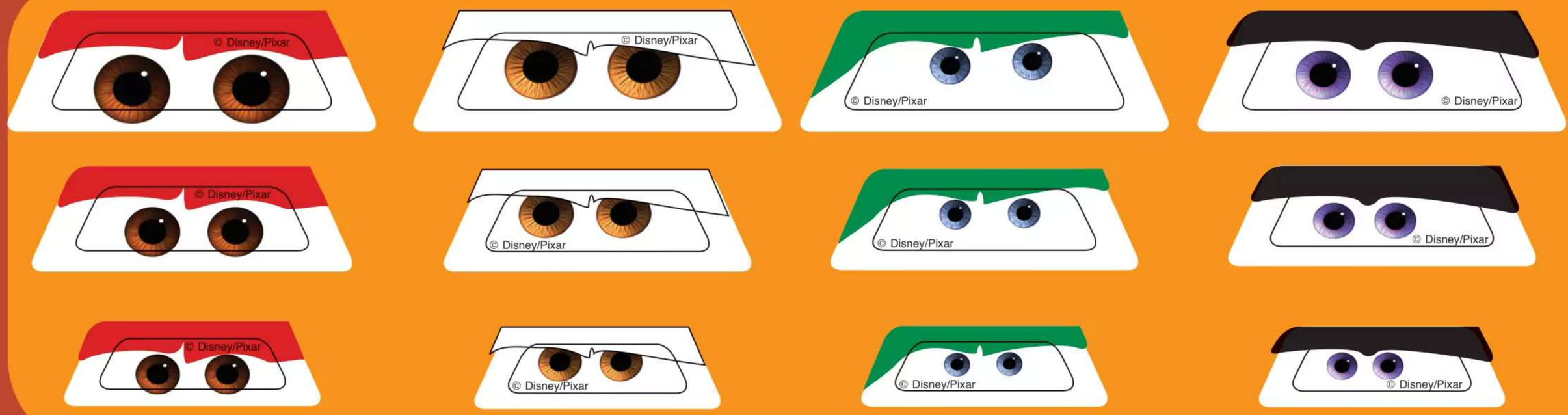
© Disney/Pixar

© Disney/Pixar

CARS BODY ART KIT

WHY DON'T YOU MAKE YOUR TOY CARS LOOK LIKE THE MOVIE CHARACTERS? THE TUNING IS EASY USING THE STICKERS ON THIS PAGE!

EYES



MOUTHS

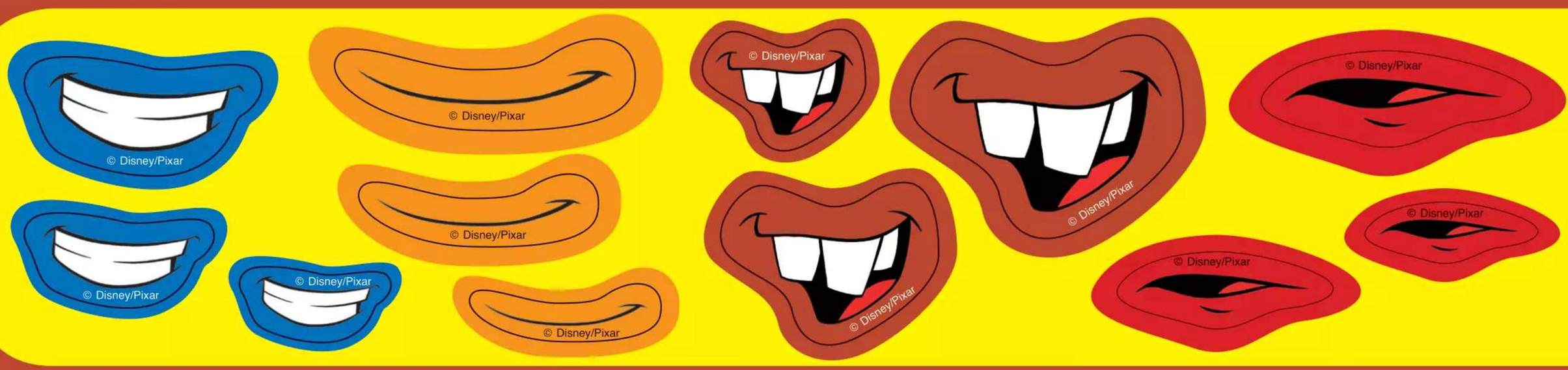
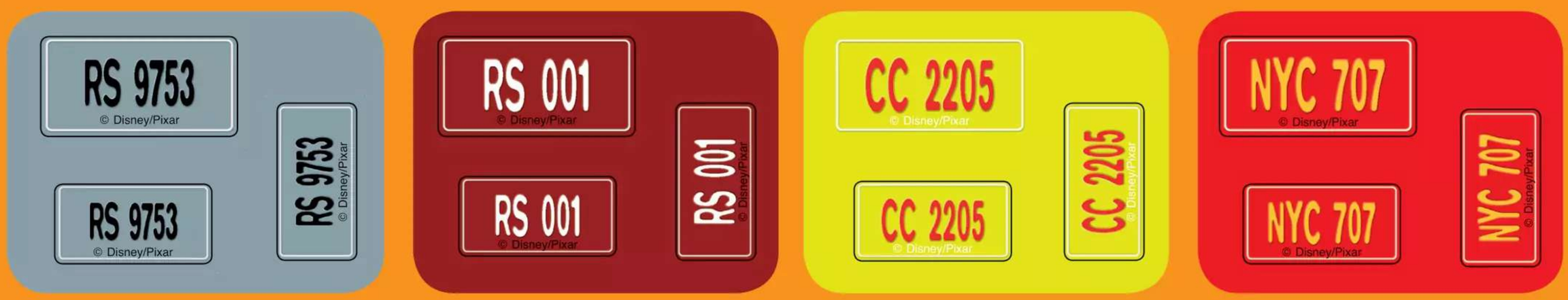


PLATE NUMBERS



RACE NUMBERS